BAN DAI
12851 East 166th Street
Cerritos, CA 90701

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NES-3Y-USA★

DICK TRACY

INSTRUCTION BOOKLET

licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

EmuMovies

BANDAI

DICK TRACY

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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Precautions

1. Turn off the power before inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older television models have rounded screens and may block out a portion of the image.

Contents

Game Description 3
How to Operate the Controller 4
How to Play the Game 6
Game Strategies 15
Warranty 16

Game Description

Ace detective Dick Tracy pored over the crime files and mug shots that littered the desk in his dimly lit office down at police headquarters. "This crime wave has to be the work of Big Boy Caprice," he thought to himself. "I can smell his greasy handiwork behind each of these cases. But I need to get some hard evidence on him. If only I can nab some of his hoods—Itchy, Flattop, and the rest. I'd rearrange their thinking and have them singing like that nightclub temptress, Breathless Mahoney. Then I could put Caprice behind bars for good." Suddenly Tracy's two-way wrist radio seized the detective's attention... *"Calling Dick Tracy, Calling Dick Tracy."* He sprung to his feet and burst into the squad room shouting:
"O.K. boys, let's go! This could be our big break!"

Please read this instruction booklet carefully to ensure proper handling of your new game. Save the booklet for future reference.

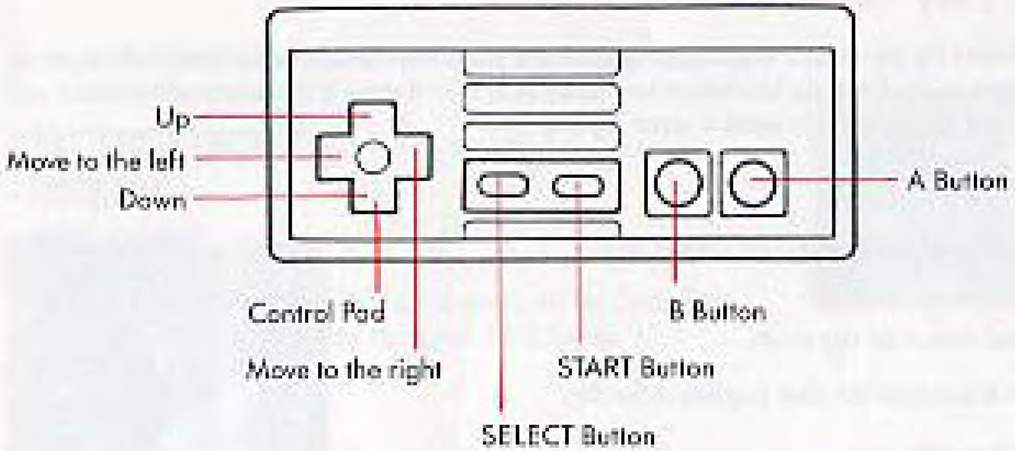
How To Use The Controller

Street Map Screen

A Button: . . . . . Push to brake car.
B Button: . . . . . Push to fire at objects from within the car or when Tracy is on foot (gun fires in the direction the car or Tracy is facing).
START Button: . . . . . Push to pause the game. Push to continue play.
SELECT Button: . . . . . Push to get Tracy out of the car when the car is stopped.
Control Pad: . . . . . Push to drive the car or to walk Tracy through the streets.
Control Pad Diagonal: . . . . . Push diagonally to allow Tracy to walk diagonally (for example, pushing the up and right Control Pad Buttons at the same time moves Tracy diagonally to the upper right-hand corner of the screen).

Sideways View Screen

A Button: . . . . . Push to jump.
B Button: . . . . . Push to punch, use weapons, grab an object, or nab suspects.
Control Pad up: . . . . . Push to climb up ropes, ladders, and pipes.
Control Pad down: . . . . . Push to crouch, or climb down ropes, ladders, and pipes.
Control Pad left: . . . . . Push to move left.
Control Pad right: . . . . . Push to move right.

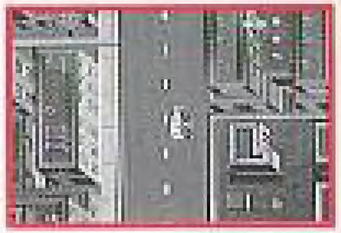


B + Control Pad up: . . . . . Push to shoot diagonally up.
B + Control Pad down: . . . . . Push to shoot straight from a crouch position.
B + Control Diagonal down: . . . . . Push to shoot at a downward angle.
SELECT Button: . . . . . Push to choose weapons.
B + SELECT Button: . . . . . Push to use first-aid.
START Button: . . . . . Push to pause and resume the game.

How to Play the Game

Dick Tracy knows Big Boy Caprice is behind the city's vicious crime wave. But Tracy has been unable to get enough evidence on Big Boy to put him behind bars. Tracy must solve a series of five crimes which will provide him with the hard facts he needs to arrest Big Boy.

The game has the following three main areas of play:



1) An overhead view of the city streets.

2) Side views of buildings and other locations in the city.

3) Information screens.

To begin the game press the Power Button. Choose either the start or continue mode by using the Control Pad and pressing the A Button again. For your first case, choose START. Each caper starts with a conversation between Tracy, Big Boy Caprice, and Breathless Mahoney. Push the A Button to bypass the conversation and proceed to Tracy's office. Below this screen is the name of the case that Tracy needs to solve and the case's first clue.

After you read the clue, press the A Button and a menu will appear which lists the following options:

- **HIT THE STREETS**
- **NOTEPAD**
- **MUG SHOTS**

To select an option, move the pointer up and down with the Control Pad until it is next to the desired option, then press the A Button.

Notepad

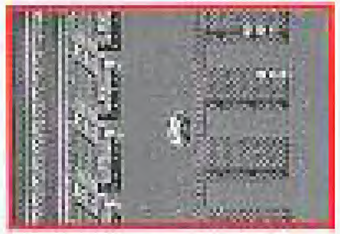
The notepad screen is accessible from any of the several police stations scattered throughout the city. Initially, this screen shows a notepad with the name of the current caper at the top and the game's first clue listed just below. As the game progresses and Tracy uncovers additional clues, they will be listed on the notepad in the order that they should have been discovered. Only after Tracy discovers all of the clues will he have enough evidence to arrest the prime suspect. When he arrests the correct criminal the game proceeds to the next caper. Press the A Button to return to Tracy's office.

Mug Shots

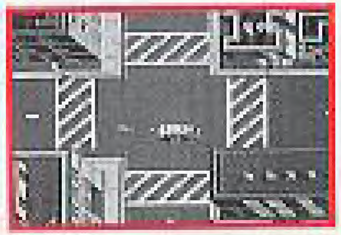
The mug shots screen also is accessed from the various police stations. This screen consists of a mug shot book which depicts all of the suspects in the current case and gives a profile about each, including the location where they were last seen. This is a good place to look when trying to locate a suspected criminal or when analyzing a clue. Push the Control Pad to browse through these photos. Press the A Button to return to Tracy's office.

Street Map Screen

When Tracy "Hits the Street" the game will shift to a screen which shows an overhead view of the city. The streets are named using letters and numbers. The alphabetic street names increase as you move toward the top of the screen, and the numerical street names increase as you move to the right of the screen (thus, to get to 9th and J you would keep driving toward the upper right-hand corner of the screen). Tracy must drive around the city to get to the various locations described in the clues. You maneuver the patrol car by pressing the Control Pad in the direction you want to go. The car will automatically stay within the street boundaries.

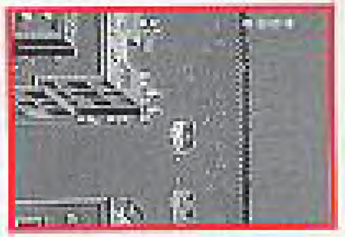


Tracy will often have to chase blue colored enemy cars through the streets. If his car is hit by too much gunfire, Tracy will be pulled off the case. He can return fire by pressing the B Button. He must hit an enemy car 20-25 times in order to stop it. Once he has disabled the car, the game shifts to the interrogation room where Tracy has the option of interrogating or arresting the criminal (see the "Interrogation Room" section).



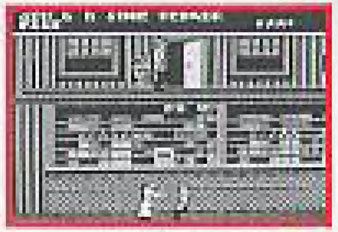
Rooftop snipers will fire on Tracy from various buildings throughout the city. Tracy can try to avoid their fire while staying in the police car or he can get out of the car by pushing the SELECT Button and return their fire by pressing the B Button. Once a sniper is destroyed, he will not reappear during that case.

At the beginning of each caper, four badges appear in the upper right corner of the screen. These represent Tracy's energy level. Every time he is hit, he will lose one half of a badge. The game ends when all the badges are gone. He can only re-energize by using his first-aid (described in the "Weapons and Devices" section) or by returning to a police station where, if he has half a badge or less, he will receive up to one full badge.

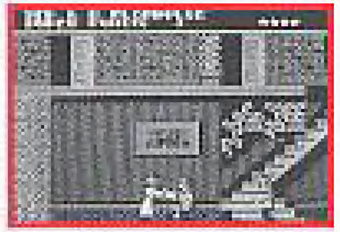


Location Screen

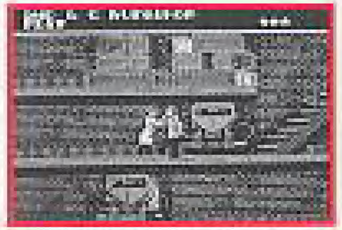
When Tracy arrives at a desired location, press the SELECT Button and he will get out of the car. Push the Control Pad to walk Tracy to the entrance of the desired location. To enter the building release the Control Pad while Tracy is standing on the location address.



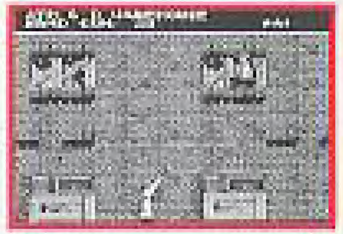
When Tracy walks into the desired location, the game shifts to a side view of the locations interior with a text window at the top. This window displays the name of the location, the current weapon he is using, and Tracy's energy level (he begins each case with four badges worth of energy). He can enter any location at any time, however he can only fully explore those locations which house suspects or clues for the current case. To leave a location and return to the street, Tracy must find the clearly marked exit door. By pushing up on the Control Pad he will go out the door and return to the overhead view where he must touch his car in order to drive off.



Once inside a location, Tracy will be confronted by fist-fighting and gun-slinging criminals as he moves from left to right on the screen. He can punch or shoot these thugs (see the section on "How to use the Controller" for more detailed instructions). Tracy can fire on armed criminals, but he has a limited number of bullets. If he shoots an unarmed thug, he will lose one badge of energy. Thus, he must defeat some foes in hand-to-hand combat. Tracy will also encounter dogs and rats as he moves through certain locations. He must be careful to avoid these creatures, because if they touch him he will lose energy. (Note: the dogs can be defeated by punching or shooting.) If Tracy loses all his energy, he will collapse on the floor and the game will be over.



As Tracy clears an area of thugs, he may find some evidence for the current crime. This evidence can take the form of clearly marked clues (if Tracy punches a clue, the clue will be revealed in the text window at the top of the screen and can only be removed by pressing the SELECT Button), or it may be one of the main suspects who Tracy must interrogate for further information (the main criminals in each location must be punched by Tracy to take them in for questioning).



Interrogation Room Screen

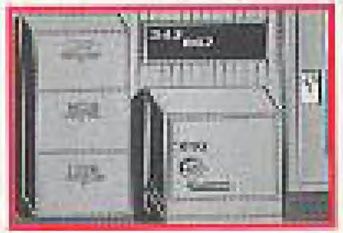
Once Tracy apprehends a main criminal, the game shifts to the interrogation room which shows the apprehended criminal under a bright light. Below this are two options: 1) interrogate and 2) arrest. Use the Control Pad to select the desired option, and then press the A Button to activate your choice.

If Tracy picks interrogation and the thug is not the main criminal, but is related to the crime, he or she will provide a clue. If he tries to interrogate the guilty criminal or a criminal not associated with the crime, he will receive no information and will have to let the crook go (Note: this counts as a false arrest).

To make a successful arrest, Tracy must have all the evidence of the crime. If he does, the criminal will admit his guilt and end up in the slammer. The game then proceeds to the next caper. If he arrests a suspect, but does not have all the evidence, it also counts as a false arrest and the criminal is released, even if it is the guilty party. After three false arrests, the game is over (Note: the false arrest total accumulates over all five cases).

The Pen Screen

When Tracy arrests the right criminal, they are put behind bars in the Pen. Below each crook's jail cell is a text window that displays the combination to a safe holding the next case file. Push the A Button to progress to the next case.



This safe combination can also be used as a password to continue the game from this point at a later time. To start with any but the first crime, select "Continue" on the Start screen and press the A Button. Open the safe by entering the 3 three-digit numbers. Dial each three digit number by pressing up and down on the Control Pad until the number appears, then press the A Button. After entering the third number correctly, the safe will open revealing the case file and the game will continue from the beginning of that case. If you enter the wrong combination, the safe will explode and return you to the start of the game.

Special Weapons and Devices

Special weapons and devices are hidden in various crime locations.
They include the following:

- **Tommy Gun:** ..... Gives Tracy a rapid fire machine gun.
- **Tear Gas:** ..... Allows Tracy to throw tear gas cans that explode in smoke and will wipe out all thugs on the screen.
- **Knock-out Punch:** ..... Strengthens Tracy's punch so only one punch knocks out a thug.
- **Heart:** ..... Provides First-aid.

All special weapons and devices can only be used for a limited number of times.

When Tracy's energy runs low, he must use the first-aid device to re-energize himself. Tracy must first punch the heart icon to gain possession of it. First-aid is activated by selecting "FIRST—AID" in the text window and simultaneously pressing the B and SELECT Buttons. When you do this, Tracy will return to a four bridge energy level. Tracy can carry up to two first-aid devices at one time.

Game Strategies

Follow the clues

Each clue tells you which location or criminal to seek out next. You may need to examine the Mug Shot book at a police station to link a clue to a particular criminal.

Conserve your Shots

If Tracy runs out of bullets, he must get another clip at any police station. His energy can also be restored by up to one bridge when he returns to a station.

Remove Snipers

When Tracy is out of his car, he can use it as a shield to protect him from sniper fire. If he kills a sniper, the sniper will not appear again until the next case.

90-Day Limited Warranty

90-DAY LIMITED WARRANTY
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that the Game Pak ("PAK") (including Game Pak Accessories or Retail Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling 1-213-523-2347. The Consumer Service Department is open Monday through Friday from 9:00 A.M. to 5:00 P.M. Pacific Standard Time.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply return the PAK in the original packaging along with a defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your dated proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
10101 Bell 190th Street
Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai technicians are unable to solve the problem by phone, they may provide you with a Return Authorization number. You may then send the defective PAK in the original packaging or the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.